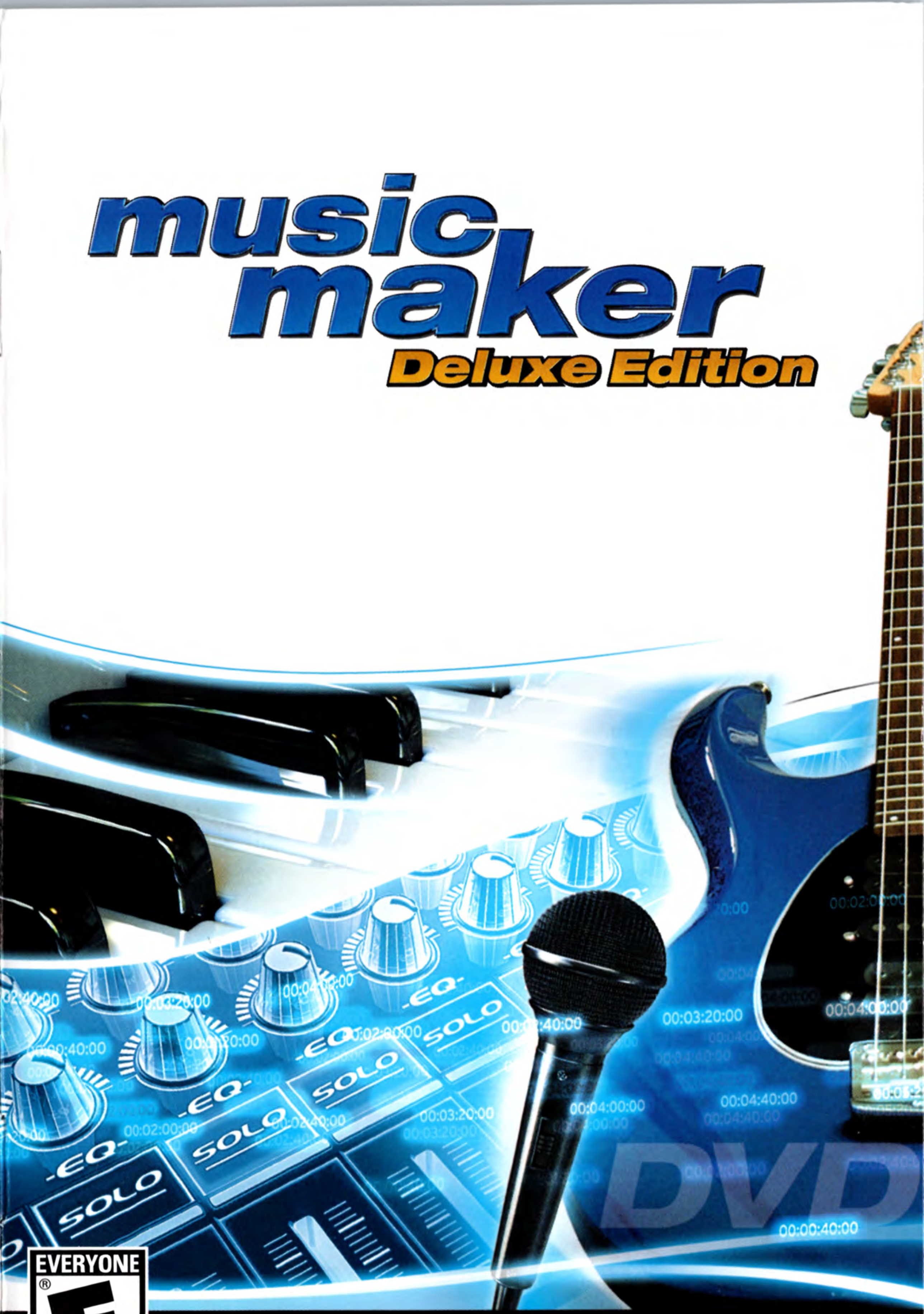
music maker

Deluxe Edition



EVERYONE

CONTENT RATED BY ESRB

MAGIX

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

MAGIX

music maker

Deluxe Edition

Rocks your console!

Manual

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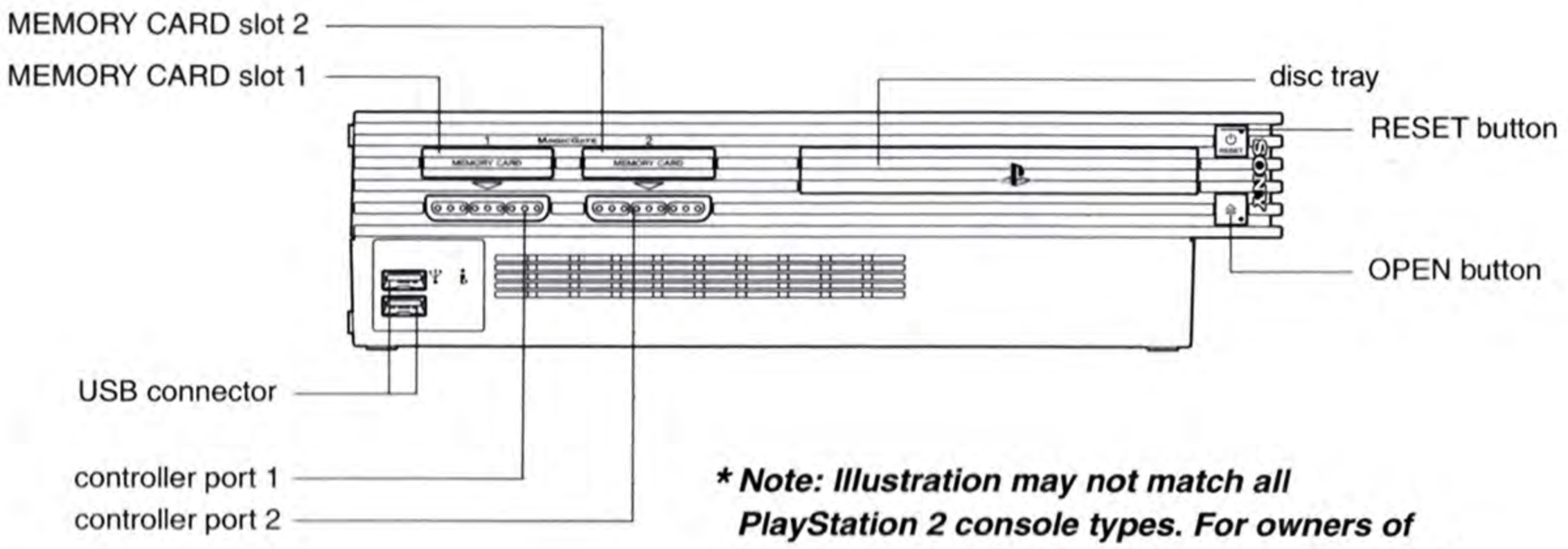
GETTING STARTED



Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system

according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the Magix Music Maker disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

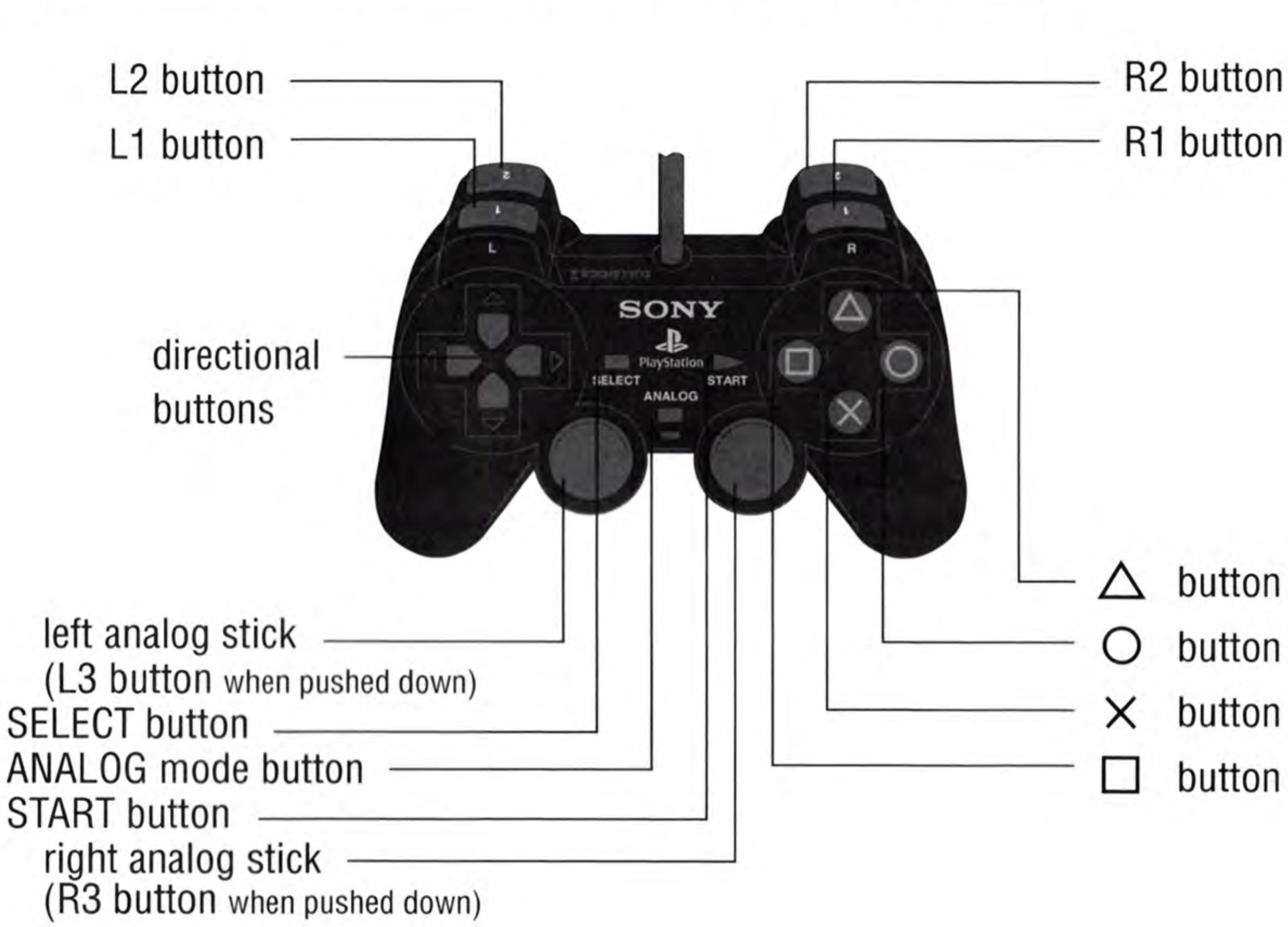
Memory Card (8MB)(for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

STARTING UP

The following is an introduction to the DUALSHOCK®2 controller buttons and their respective functions.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

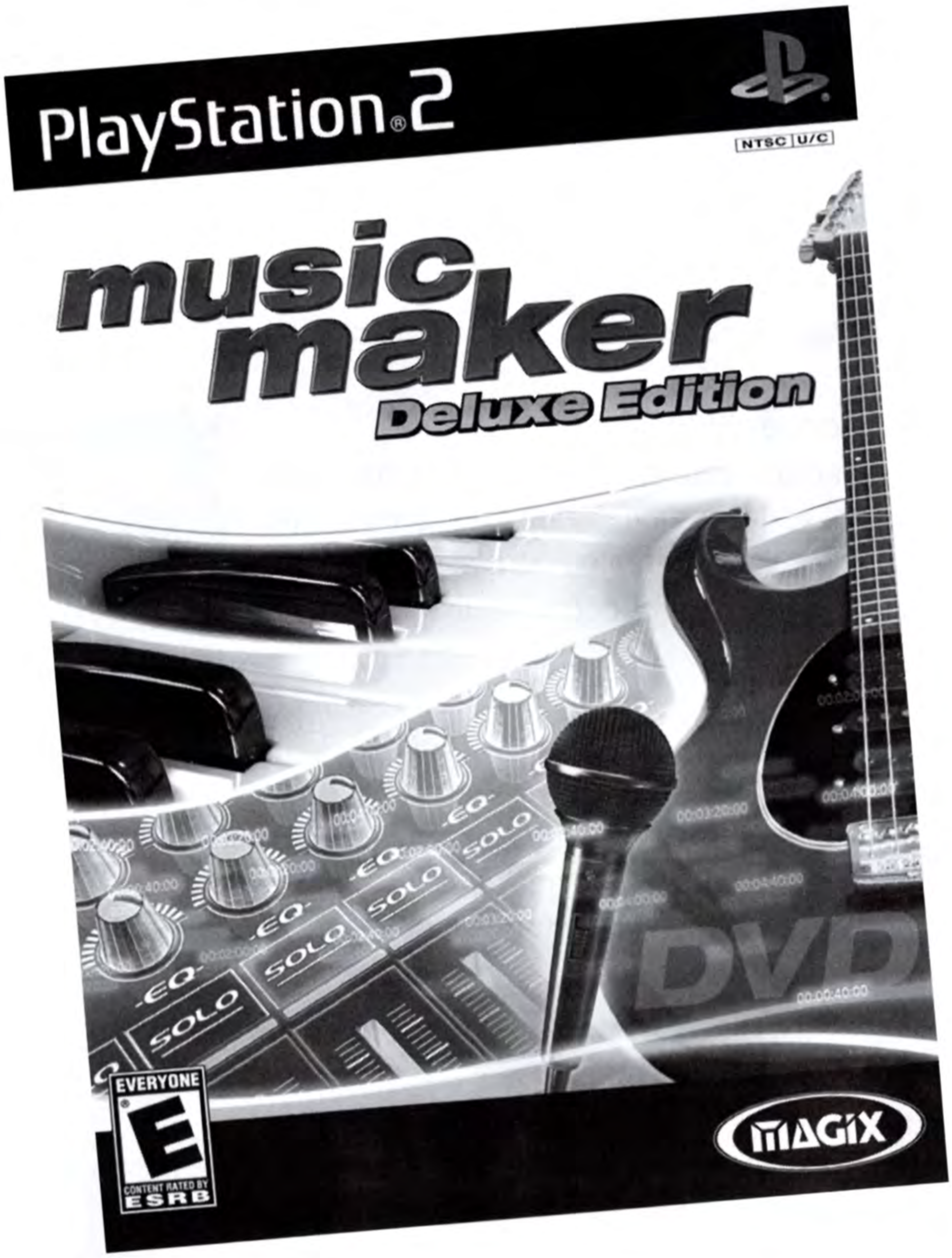


The × **button** confirms inputs and implements instructions.
The **directional buttons** select options in addition to moving you around the screen.
The △ **button** allows you to exit any screen. You then return to the previous screen and/or menu.
The **L2 button** increases the size of any video screen visible to full-screen size.
The **START button** starts and stops playbacks.
The **SELECT button** allows you, at any time or place, to superimpose the Help screen to explain the functions of the controller buttons and the various sticks.

You can learn all about operating music maker by using the interactive tutorial.

I. INTRODUCTION

Welcome to **MAGIX music maker Deluxe Edition** for Playstation®2! The new **MAGIX music maker Deluxe Edition** delivers pro music studio tools, a DVD full of loops, samples and riffs, and a fully-functional virtual RECORDING BOOTH into your living room. Record, mix, edit and produce your own songs. Sing into the mic to record your solo. Use the mic to record family and friends playing their guitar, piano and other instruments. Combine with virtual instruments, beats and samples in all your favorite styles. There's no end to the creative fun, with thousands of new sounds, video clips, scratches, catchy beats, vocals and effects. With **MAGIX music maker Deluxe Edition**, anyone can be a star.



II. BASIC OVERVIEW

The Studio

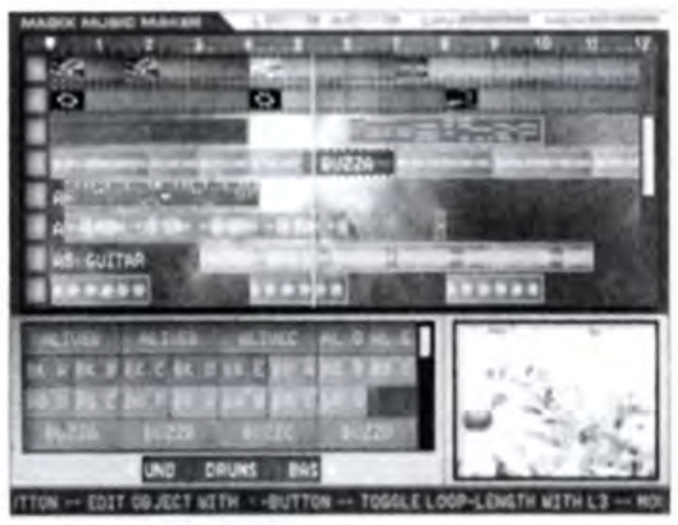
Note: MAGIX music maker always opens with the Arranger. To launch the Studio, press the △ button.

The Studio is the "control center" of MAGIX music maker, and all of the studio equipment launches from here. The analog sticks allow you to view the studio from different points of view. The **directional buttons** select the appropriate equipment screen. An active screen is identified by the flashing, light blue frame. The ✕ **button** launches the screen that is currently active.

The Studio offers the following equipment selections:

1. The Work Screen

The Work Screen allows you to select style, sounds and video components and arrange them into songs. The Explorer screen, in the lower lefthand corner, contains the media clips, and the lower right corner is the video preview pane.



2. Control Monitor

The Control Monitor loads and stores songs, changes program settings and launches the interactive tutorial for each equipment component.

3. The Mixer

The Mixer customizes your sounds by enabling you to adjust the mix of individual sounds within your arrangement, mute or specify particular sounds, and add audio effects individually or to the entire track.

4. The Video FX Screen

The Video FX Component adds effects to your video clips and create visuals that distort images, change colors, or move in time with the music.

5. The Beatbox

Create your own grooves by selecting from twelve drum sets. The Beatbox includes a variety of drum types and automated effects for programming your own loops.

6. The Sampler

The Sampler combines instruments together to create original melodies.

7. The Recorder

The Recorder allows you to record sounds from any source through a USB microphone connected to your PlayStation®2. To connect your USB microphone, locate the USB ports in the front of the PlayStation®2. With the USB symbol facing upward, insert the microphone connector into the USB port. Note: Do not connect more than one microphone into the USB ports. This game only supports one microphone connection.

III. STUDIO EQUIPMENT ORIENTATION

1. The Work Screen

The Explorer

In the lower left part of the Work Screen is the Explorer. To select sounds and video components, activate the Explorer by pressing the R2 button, then scroll through the different instrument choices with the right analog stick on your controller.

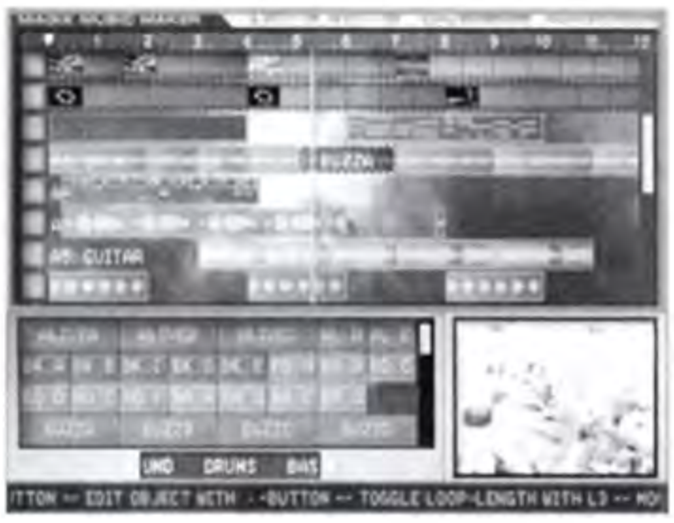
Move through the different sound and video media **(objects)** by pressing the directional buttons. A selected object plays instantly and appears as a dark red blinking preview object placed within one of the tracks in the Arranger.

Pressing down on the right analog stick **(R3 button)**, changes the musical style. Familiarize yourself with a particular style by pressing the ○ button to receive a short demo.

Select object	**Directional button**
Select instrument	**Right analog stick ←→**
Select style	**Hold down right analog stick (R3) and select with ←→**
Insert object into the Arranger	**× button**
Cancel preview / Delete object	**□ button**

The Arranger

The upper part of the screen is the **Arranger**, which is activated by the R1 button. The Arranger combines sound and video objects from The Explorer to create new musical arrangements and videos.



The Arranger consists of two video tracks and sixteen audio tracks. Six audio tracks are visible at any one time. To view others, simply scroll down the tracks with the **left analog stick**.

The first two tracks are reserved for videos. The uppermost track is for background videos. The second track is for foreground videos. Background and foreground videos mix together automatically upon playback.

Note: The background video is visible in all black areas of the foreground video.

All other tracks are reserved for audio arranged by instrument. Insert selected audio objects by pressing the ✕ button from within in the Explorer. Bass objects will load into the bass track, Drum objects into the drum track, etc...

At the top of the Arranger is the arrangement timeline which divides the arrangement into musical measures and quarters. The small yellow arrow at the upper left is the **start marker**. The arrangement always plays back from the start marker to the end of the last object in a continuous loop.

The length of a loop can be defined from one to four measures long. To select the length of a loop, press down on the **L3 button (the left analog stick)**, from one to four times, until you reach the desired loop length. Pressing the L3 button a fifth time removes the loop. Once the loop is created, simply shift the starting marker and move the loop over the arrangement with the left analog stick. This action can also be performed during playback.

Scroll tracks	**Left analog stick ↑↓**
Entire volume	**Right analog stick ↑↓**
Scratch playback	**Right analog stick ←→**
Set loop	**L3 button**
Copy loop	**R3 button**
Move start marker / loop	**Left analog stick ←→**

Important Note: Operation of both the Explorer and Arranger are covered by the Work Screen tutorial located in the Control Monitor.

Objects

All objects can be shifted, shortened or extended in the Arranger. If extended, the object is played again. Instead of constantly dragging new objects into the Arranger, simply loop an existing object to the required length. Objects may be faded in and out, and playback volumes for an object can be adjusted individually. Brightness can be altered on video objects.

Select available effects for an object through the object menu by pressing the ○ **button**. Use the directional buttons to select the desired effect. It is possible to implement up to three variants at any one time. Edit effects for video objects through the Video FX Screen (see Video FX Screen section later in this manual).

Other useful commands in the object menu:

Copy Object	doubles objects
Explore	opens the Explorer from the desired location to quickly exchange one object for another.
Copy Loop	doubles all objects within a loop and places them at the end of the loop.

Tip: This an extremely fast method of creating song arrangements.

Move (in Object mode) →	**× button**
Blend (in Object mode) →	**× button**
Change start / end (in Object mode)	**× → button**
Change volume (in Object mode)	**× button**
Close Object mode	**△ button**
Move	**Right analog stick ←↑↓→**
Blend in/out	**Right / left analog stick ←→**
Move object start / end	**Right / left analog stick ←→**
Object volume	**Analog stick ↑↓**
Delete object	**□ button**
Object menu / effects	**○ button**

A comprehensive introduction to object editing is covered by the Work Screen tutorial located in the Control Monitor.

The Video Preview Pane

The Video Preview Pane is located in the lower right corner of the Work Screen. This pane displays previews of selected video objects and plays back the completed video track arrangement. Video objects can be located in both the **Background** and **Foreground** special instrument listings. Some of the video objects contain effects which can be modified by the **Video FX Screen**. (see Video FX Screen section later in this manual). To view the video at full screen, press the **L1 button**. Press it again to return to preview pane mode.

2. The Control Monitor

Display Settings

Adapt the screen for playbacks on your TV with the automatic **Brightness** and **Color** controllers at the bottom of the monitor. Shift the picture on your screen with the ◄►▲▼ buttons.

Load / Save / Clear

All components within the Arranger tracks (including their current positions, volumes and effects) are defined as an "Arrangement". Each arrangement can be saved to or loaded from a memory card (8MB) (for PlayStation®) by selecting the **Save** or **Load** commands from the screen. **Clear** deletes an arrangement and creates space for a new arrangement.

You must indicate a name for your arrangement to properly save your arrangement. Use the directional buttons and the ✕ button to operate the displayed keyboard. The □ button deletes incorrect entries, while **OK** saves.

Important note: If you save an arrangement under a name that already exists, you overwrite the older version.

About

Contains manufacturer and program version information.

Tutorials

All Studio screen operations and MAGIX music maker functions are comprehensively covered in the interactive tutorials. This section contains both beginner and advanced tutorials for the Work Screen, Beatbox and Sampler. Simply select the tutorial you need and follow its instructions. Tutorials you have already viewed are marked, but can be repeated at any time you wish.

Options

Here you can activate or de-activate the rhythmic pad vibrations and confirm requests for certain options.

3. The Mixer

In the top right corner of the Studio is the Mixer Screen. Each channel in the Mixer corresponds to a track in the Arranger. The name of the track is indicated in the Mixer channel.

Select desired components and controllers with the directional arrow keys. Once selected, the component is controlled using the **right analog stick** and the ✕ **button**. The effects are implemented in realtime so you can immediately preview and adjust to obtain the desired sound.

M button: Mutes tracks
S button: Switches tracks to solo; only the selected track can be heard.
PAN controller knob: determines the direction from which the track can be heard (left or right channel/speaker).
FX dial: adds reverb to a track.
EFFECT TYPE BOX: The effects controller menu adds further effects to the total signal.
MASTER FADER: regulates the overall volume.

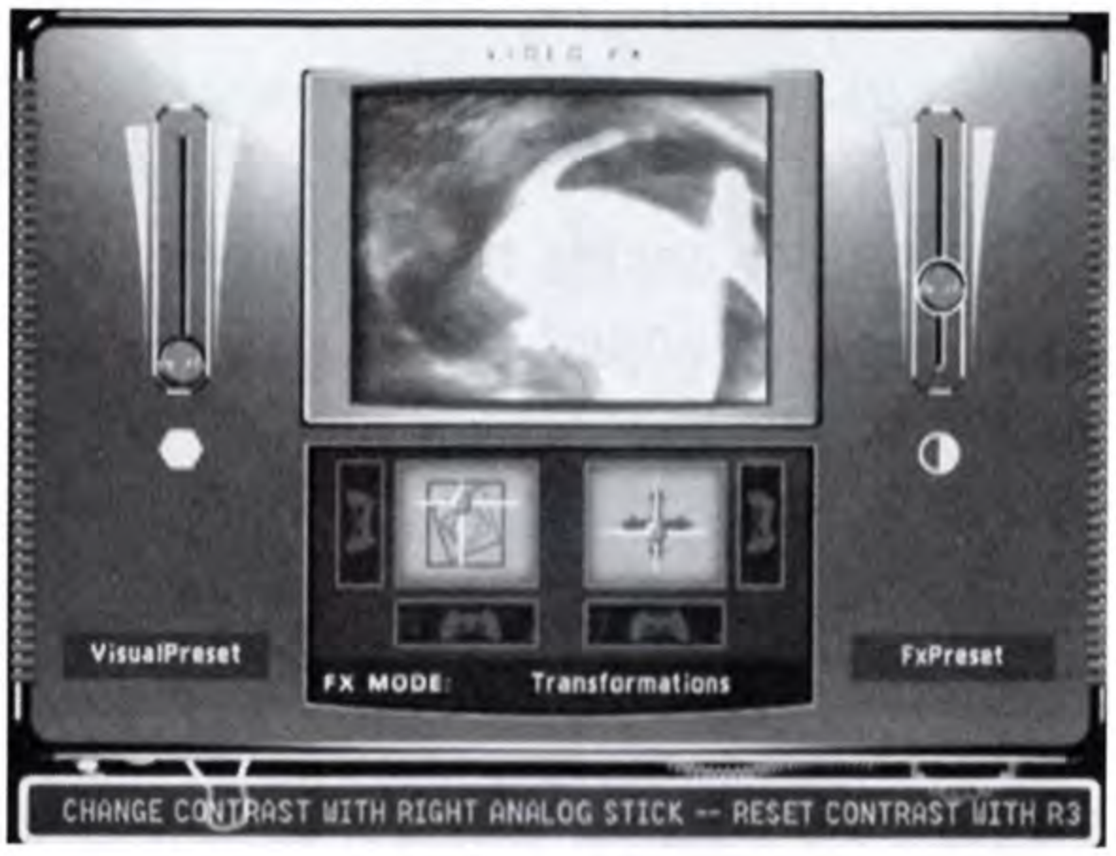
Note: Different Analyzer variations or video playbacks can be viewed on the small video screen.

A comprehensive introduction to the Mixer is covered by a tutorial in the Control Monitor.

Open / close knob	**Right analog stick ←→**
Open / close fader	**Right analog stick ↑↓**
Volume Controller	**Right analog stick ↑↓**

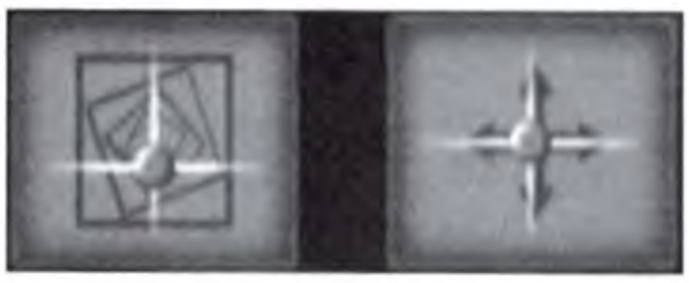
4. The Video FX Screen

The Video FX Screen is located in the top left corner of the Studio. The Video FX Screen enables you to distort and apply effects to your video objects.



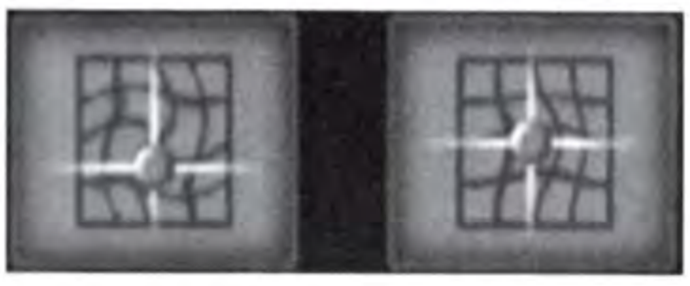
To view/edit a video object, select it from within the Arranger (see Work Screen) using the directional buttons. Once the video object is activated, select **EDIT** in the object menu (◯ **button**).

The two squares in the center are control fields which are steered with the **right and left analog sticks**. Depending upon the FX mode, different effects can be faded in seamlessly:



Transformations: The right analog stick rotates the video and changes its size. The left analog stick changes the position of the video.

Colors: The video is made up of different colors, the strength of which can be altered with the **analog sticks**.



Warping: Distorts the video in various directions.

Feedback: Adds a feedback effect by which movement produces a “tail“. The **analog sticks** control the strength and direction of the effect.

All effects parameters can be automated. Simply press **L1** and move the analog stick in the direction to be automated, and select a curve or peak meter for sound-dependent automation. The video will now move, e.g. in time with the music. This process applies to all parameters in every FX mode. The combination possibilities are limitless.

The left fader beside the monitor controls a reflection function, while the right fader allows you to adjust the color contrast. **VisualPresets** lets you project your videos onto tiles or cubes which revolve in time with the music.

Preconfigured effects can be added by simply loading preset effects combinations from the **FXPresets**.

A Video FX Screen tutorial found in the Control Monitor offers a comprehensive introduction.

5. The Beatbox

Program your own rhythms with the Beatbox. Begin with either an empty Beatbox from the Studio, or select a pre-configured Beatbox (instrument: **Beatbox**) from the Explorer in the Work Screen.

In the center of the Beatbox is the Drum Grid, a "mini Arranger" in which different drums, high hats and other percussion instruments are arranged onto the tracks.

Use the directional buttons to move around the Beatbox arranger, and use the ✕ **button** to either set or delete drum hits. The strength of drum impact is set with the **right analog stick**.

Note: The loop functions (L3 - set loop, R3 - copy loop) also work here. Set the first 4 bass drum hits by pressing 1x L3 and 3x R3 - and the 4-beat loop is finished!

The ○ **button** switches between the Drum Grid and the outside of the Beatbox. With the buttons to the right you can change the **VOLUME**, panorama (**PAN**) and **PITCH** of an active instrument (recognizable from the highlighted track in the Drum Grid). **REVERB** can also be applied. With **RECORD FX**, you can change these settings with the **analog sticks** and log your changes.

If you press the **LIVE MODE** button, you can drum “live” in the Beatbox by using the **L1 / L2 / R1 / R2** and **directional buttons**. The ○ **button** switches between the upper and lower eight instruments. The ✕ **button** transfers your performance to the Beatbox, and the △ **button** terminates the Live mode.

The **RHYTHM** button produces randomized, or coincidental rhythms. The **VELOCITY** button randomly varies the strength of drum impact within a track. For a more "human" touch, you can apply the various **GROOVES**, which vary the stress and timing of individual drum beats.If you’re not happy with the drum settings, you can always load one of the eleven additional drum kits from the **SAMPLE SET**. They include Latin Percussion and Drum'n'Bass. Each kit contains sixteen instruments.

Use the △ **button** at any time to exit the Beatbox. The objects retain all changes made. From within the Arranger (see Work Screen section), the Beatbox object can be blended in or out, looped or copied like any other sound object.

A comprehensive introduction to using the Beatbox is covered by the Beatbox and Beatbox 2 tutorials found in the Control Monitor.

6. The Sampler

Create your own melodies with the Sampler. Begin with an empty Sampler object from the Studio, or select a preconfigured object from the Explorer (instrument: **Sampler**) in the Work Screen.

The pitches shown on the piano keyboard pictured to the right are arranged with higher tones above and deeper tones below. Notes are set with the ✕ **button**. A note can be extended or shortened by holding down on the ✕ **button** while pressing the **directional buttons**. Strength of impact is controlled with the **right analog stick**.

Note: The loop functions (L3 - set loop, R3 - copy loop) also work here.

The ○ **button** switches you to the external area. Sounds load into the **Sampler Sound** area. Two sounds may be edited at one time. Use the **A/B switch** to jump between them. You can set the **VOLUME**, panorama (**PAN**) and **PITCH** of an active instrument (recognizable from the highlighted track in the Drum Grid) and apply **REVERB**. **RECORD FX** changes these settings (with the **analog sticks**) and logs your changes. **Envelope** allows you to also change the sound of the selected instrument by using the **analog sticks**.

An easy way of creating melodies is to select a type of melody from **SCALE** by using **CREATE MELODY**.
As with the Beatbox, you may play the melodies live by using the controller. Simply activate the **LIVE MODE** and use the **L1 / L2 / R1 / R2** and **directional buttons** to get jamming.

Use the △ **button** at any time to exit the Sampler. The object will retain all changes made. In the Arranger (see Work Screen), the Sampler object can be blended in or out, looped or copied like any normal sound object.

A comprehensive introduction to using the Sampler is covered by the Sampler and Sampler 2 tutorials found in the Control Monitor.

7. The Recorder

The Recorder is located in the recording cabinet above the studio console. The Recorder allows you to record external sounds from a variety of sources. Use it to record your own vocals or instruments and add them into your songs.

All recorder functions are controlled by moving the cursor to the desired control. Use the **directional buttons** to position the cursor, then activate the recorder function by pressing the **X button** or moving the two **analog sticks**.

Recording: Connect a USB microphone to your **PlayStation®2** before using the Recorder. Use the controller to change the recording level (volume) by moving the cursor over the controller and using the left or right **analog sticks** as described above. Note: When recording, avoid exceeding the maximum amplitude level to prevent distortion in the final recording. Amplitude levels are indicated by the level indicator for the right and left stereo channel. Maximum amplitude is indicated by the pointer moving within the maximum scale in the level indicator.

After connecting the USB microphone to the USB port located in front of your **PlayStation®2**, begin recording by pressing the Play-Button. To stop recording, press the Stop-Button. For best results, hold the microphone no more than 1 inch from the recording source (instrument, stereo, vocalist).

Playback: To play back only the recorded content without the other song material, activate the **Solo button**. The **Solo button** is located under the waveform display window. Start play back by pressing the Play-Button.

Optimize: The stereo button allows you to record in stereo (stereo USB microphone needed).

After Recording, you can cut the recorded sound by moving the cursor over the waveform screen and using the left and right **analog stick**.

To avoid volume fluctuations between recorded sounds, select the **Normalize button**. The **Normalizer** will adjust the volume of each sound to the same level.

A comprehensive introduction to using the Recorder is covered by the Recorder tutorial found in the Control Monitor.

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